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The following Listing of Claims will replace all prior versions, and listings, of claims in the application.

LISTING OF CLAIMS:

1 (Currently Amended) A non-transitory computer readable medium storing a video game program ^{configured to} ~~for causing~~ a computer to implement a video game that is ~~can be~~ executed by means of a controller, in which a character and a moving object are displayed on a monitor, and the moving object is dispatched by the character ^{having} ~~being with~~ a dispatching form that is posture of the character at a point of dispatching the moving object to a destination, the video game program comprising:

code a first request receiving function ^{configured to} ~~for receiving~~ an operation initiation request from the controller in order to cause the character to initiate a dispatch operation until the moving object is dispatched;

code an operation display function ^{configured to} ~~for continuously displaying~~ the dispatch operation of the character on the monitor when the first request receiving function has received the operation initiation request is received;

code a second request receiving function ^{configured to} ~~for receiving~~ a request to dispatch the moving object from the controller when the dispatch operation of the character is continuously displayed on the monitor by the operation display function;

code a moving object control function ^{configured to} ~~for setting~~ point of dispatching the moving object from the character according to a timing at which the second request receiving function received the dispatch request is received, ^{and} ~~setting~~ extend of deviance ^a ~~in a trajectory of~~ the moving object between the point and the destination ^{based on the dispatching form of the character} ~~of a destination, and controlling the~~ ^{wherein} ~~the~~ moving object ^{is controlled to} ~~which moves~~ from the point to the destination on the basis of the deviance;

~~code a moving object display function for displaying the moving object controlled by the moving object control function on the monitor;~~

~~the code for setting point of dispatching the moving object including code for the moving object control function setting and controlling the deviation of the moving movement object in the trajectory at the destination on the basis of the dispatching form, and the point of dispatching the moving object~~ ^{configured to} ~~when the dispatch operation of the character is continuously displayed on the monitor by the operation display function.~~ ^{the} ^{of the character of controlling}

2. (Currently Amended) The non-transitory computer readable medium storing the video game program according to claim 1, further comprising

~~code a third request receiving function for receiving a destination indicating request and a trajectory properties specifying request from the controller in order to indicate the destination and to specify the trajectory properties of the moving object up to the destination, before the first request receiving function receives the operation initiation request is received;~~ wherein

~~the moving object control function controls the movement of the moving object is controlled according to the destination indicating request and trajectory properties specifying request received by the third request receiving function.~~

3. (Currently Amended) The non-transitory computer readable medium storing the video game program according to claim 1, further comprising

~~code a dispatch storing function for storing dispatch information for the character,~~ wherein